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55	IS&R	1366	(709/201).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/04 21:48			0
56	IS&R	882	(709/202).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/04 21:49			0
57	IS&R	4194	(709/203).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/04 21:49			0
58	IS&R	2444	(709/217).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/04 21:49			0
59	IS&R	2	(("6778993") or ("6604107")).PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 16:10			0
60	BRS	36	category with listing with attribute	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:49			0
61	BRS	1	"attribute valu"	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:50			0
62	BRS	8261	"attribute value"	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:50			0
63	BRS	34	"attribute value" with listing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:57			0
64	BRS	27	("attribute value" with listing) and table	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:57			0
65	BRS	19	(("attribute value" with listing) and table) and display	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 17:57			0
66	IS&R	956	(709/202).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 19:18			0
67	IS&R	4558	(709/203).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 19:18			0
68	IS&R	2668	(709/217).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/05 19:20			0
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1 An APL-tutoring adventure game
A. Geyer-Schulz, A. Taudes, J. Mitlöhner
July 1989 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL as a tool of thought**, Volume 19 Issue 4
Full text available: pdf(760.39 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper is concerned with the development of a program system that assists the teaching of APL2. Rather than presenting the teaching material in a book-like sequential manner, we would like to embed the learning component in an object oriented adventure game environment written itself in APL2. The game's actors, objects and places, which are implemented as hierarchical classes of communicating automata, can be freely defined, using a "game definition language". The game is driven by a game si ...

2 Techniques and tools for analyzing intrusion alerts
Peng Ning, Yun Cui, Douglas S. Reeves, Dingbang Xu
May 2004 **ACM Transactions on Information and System Security (TISSEC)**, Volume 7 Issue 2
Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, references, index terms

Traditional intrusion detection systems (IDSs) focus on low-level attacks or anomalies, and raise alerts independently, though there may be logical connections between them. In situations where there are intensive attacks, not only will actual alerts be mixed with false alerts, but the amount of alerts will also become unmanageable. As a result, it is difficult for human users or intrusion response systems to understand the alerts and take appropriate actions. This paper presents a sequence of t ...

Keywords: Intrusion detection, alert correlation, security management

3 Logic programmable natural language processor of a knowledge-base management system
M. Matsuo, K. Arima, F. Freiheit, K. Hubbard
June 1988 **Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 2**
Full text available: pdf(592.36 KB) Additional Information: full citation, references, index terms

4 Moving towards more effective validation: Hole analysis for functional coverage data
Oded Lachish, Eitan Marcus, Shmuel Ur, Avi Ziv

June 2002 **Proceedings of the 39th conference on Design automation**

Full text available: pdf(102.63 KB) Additional Information: full citation, abstract, references, citings, index terms

One of the main goals of coverage tools is to provide the user with informative presentation of coverage information. Specifically, information on large, cohesive sets of uncovered tasks with common properties is very useful. This paper describes methods for discovering and reporting large uncovered spaces (*holes*) for cross-product functional coverage models. Hole analysis is a presentation method for coverage data that is both succinct and informative. Using case studies, we show how hol ...

Keywords: coverage analysis, functional verification

5 On-line warehouse view maintenance

Dallan Quass, Jennifer Widom

June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data**, Volume 26 Issue 2

Full text available: pdf(1.47 MB) Additional Information: full citation, abstract, references, citings, index terms

Data warehouses store materialized views over base data from external sources. Clients typically perform complex read-only queries on the views. The views are refreshed periodically by maintenance transactions, which propagate large batch updates from the base tables. In current warehousing systems, maintenance transactions usually are isolated from client read activity, limiting availability and/or size of the warehouse. We describe an algorithm called 2VNL

6 Subverting Structure: Data-Driven Diagram Generation

Gene Golovchinsky, Klaus Reichenberger, Thomas Kamps

October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(848.62 KB) Publisher Site Additional Information: full citation, abstract

Diagrams are data representations that convey information predominantly through combinations of graphical elements rather than through other channels such as text or interaction. We have implemented a prototype called AVE (Automatic Visualization Environment) that generates diagrams automatically based on a generative theory of diagram design. According to this theory, diagrams are constructed based on the data to be visualized rather than by selection from a predefined set of diagrams. This app ...

7 Texture tile considerations for raster graphics

William Dungan, Anthony Stenger, George Sutty

August 1978 **ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques**, Volume 12 Issue 3

Full text available: pdf(1.87 MB) Additional Information: full citation, abstract, references, citings, index terms

As a technique for rendering texture in images, texture tiles meet the subjective criterion of visual acceptability. A texture tile is a digital array of stored texture information that is replicated on a surface within an image. The purpose is to give the surface a textured appearance. The repetitive pattern inherent in the tiling approach can be suppressed. A texture tile must not exhibit macropatterns to avoid this problem. Properties that the mapping algorithm must include are oriented ...

Keywords: Aliasing, Computer graphics, Footprint, Level-of-detail, Sampling, Shading, Texture, Texture tile

8 Pattern Mining: Mining confident rules without support requirement

Ke Wang, Yu He, David W. Cheung
October 2001 **Proceedings of the tenth international conference on Information and knowledge management**
Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, index terms

An open problem is to find all rules that satisfy a minimum confidence but not necessarily a minimum support. Without the support requirement, the classic support-based pruning strategy is inapplicable. The problem demands a confidence-based pruning strategy. In particular, the following monotonicity of confidence, called the *universal-existential upward closure*, holds: if a rule of size *k* is confident (for the given minimum confidence), for *every* other attribute not in the ...

9 Syntax-directed interpretation of classes of pictures
R. Narasimhan
March 1966 **Communications of the ACM**, Volume 9 Issue 3
Full text available: pdf(910.50 KB) Additional Information: full citation, abstract, references, citings

A descriptive scheme for classes of pictures based on labeling techniques using parallel processing algorithms was proposed by the author some years ago. Since then much work has been done in applying this to bubble chamber pictures. The parallel processing simulator, originally written for an IBM 7094 system, has now been rewritten for a CDC 3600 system. This paper describes briefly the structure of syntactic descriptive models by considering their specific application to bubble chamber pi ...

10 Agents with power
Rune Gustavsson
March 1999 **Communications of the ACM**, Volume 42 Issue 3
Full text available: pdf(256.40 KB) html(32.50 KB) Additional Information: full citation, references, citings, index terms, review

11 Rough sets (abstract)
Zdzislaw Pawlak
February 1995 **Proceedings of the 1995 ACM 23rd annual conference on Computer science**
Full text available: pdf(215.42 KB) Additional Information: full citation, references, index terms

12 An object-oriented cell library manager
Naresh K. Sehgal, C. Y. Roger Chen, John M. Acken
November 1994 **Proceedings of the 1994 IEEE/ACM international conference on Computer-aided design**
Full text available: pdf(469.77 KB) Additional Information: full citation, references, index terms

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1 **Using rough sets theory and database operations to construct a good ensemble of classifiers for data mining applications**
Xiaohua Hu;
Data Mining, 2001. ICDM 2001, Proceedings IEEE International Conference on , 29 Nov.-2 Dec. 2001
Pages:233 - 240

[Abstract] [PDF Full-Text (763 KB)] **IEEE CNF**

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2 **ROCK: a robust clustering algorithm for categorical attributes**
Guha, S.; Rastogi, R.; Shim, K.;
Data Engineering, 1999. Proceedings., 15th International Conference on , 23-26 March 1999
Pages:512 - 521

[Abstract] [PDF Full-Text (344 KB)] **IEEE CNF**

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3 **A heuristic algorithm for reduction of knowledge in probabilistic decision table based on fuzzy entropy**
Li-Li Wei; Wen-Xiu Zhang;
Machine Learning and Cybernetics, 2003 International Conference on , Volume: 3 , 2-5 Nov. 2003
Pages:1619 - 1623 Vol.3

[Abstract] [PDF Full-Text (358 KB)] **IEEE CNF**

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4 **Database concept for static navigational information**
Hayashi, Y.; Wakabayashi, N.; Nanri, T.; Wake, H.;
Position Location and Navigation Symposium, 1996., IEEE 1996 , 22-26 April 1996
Pages:96 - 102

[Abstract] [PDF Full-Text (928 KB)] **IEEE CNF**
